ABSOLUTE ZERO

INSTALLATION AND MANUAL REVISIONS

DOMARK

ABSOLUTE ZERO

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THE REAL CREDITS

The Domain Team

Producer: Dave Georgeson

Lead Programmer: Colin "Bozz" Boswell

Second Lead Programmer: Michael Kelly

"Critical Fiddly Bits" Programmer: Francine Hunter

SGI Art & Animations: Andrew Osiow, Rebecca Shearin

Model Art & Textures: Jesse Conklin, Rebecca Shearin

Scenario Design & Layout: Dave Georgeson, Matt Miller

In-Game 3D Models & World Construction: Joe Marullo

Intro & Cut-scene music & FX: Mike Ash

In-game music: Jo Myers (MIDI version), Mike Ash (Conversion for Mac & PC)

In-game Sound FX: Mike Ash

Storyline & Script: Dave Georgeson

About Screen Background: Christy Wiseman

Original Engine Design

David Payne, Jonathan Newth

Voice Talents

Bob Ayres: Greg Foss

Peggy Koorhan: Maria Guerrero

J.S. Gilbert: Carlton "Hap" Mitchell, Toshiro Watanabe

Trish Tillman: Becca Doyle

Brian Vouglas: Wassem Bokai

Mary Windishar: InterSol announcer, Ellen Trin

TEMPERATURE
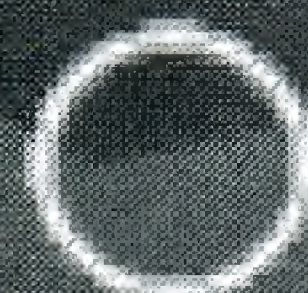# ABSOLUTE
ZERO 00
KELVIN

New Game

Delete Game

Dave's Game

– What's Out There?

Quit

Start

I. INSTALLATION AND GAME SET-UP

Installation

Win 95

Move to your CD-ROM drive by typing the letter of that drive (i.e., "D:"). Double-click on the "Setup" icon and follow the on-screen instructions.

DOS

Move to your CD-ROM drive by typing the letter of that drive (i.e., "D:"). Then type "INSTALL" and follow the on-screen instructions.

Beginning a Game

Double-click on the "Absolute Zero" icon (in Win 95) or type "AZ" (in DOS). Then, after the initial loading is complete, you'll see the screen shown to the left of this page. Just click on "New Game" and type in what you'd like the name of your saved game to be.

The column on the right (with the slider bar), allows you to select a scenario to play. At first, you'll only be able to select "What's Out There?", but later, after you complete a few scenarios, you'll be able to select which one you wish to play.

If you have NOT completed a scenario, a dash will precede the scenario name. If you HAVE completed a scenario, a diamond will precede it instead.

You can start up to three different games if you desire. To load a new game, just click on the button with the appropriate saved name and the program will load the status of that game.

When you are ready, just click on "Start" to begin play.

****Do This Before You Begin Playing ****

Once you get to the VR Tunnel, move your mouse up to the upper, left corner of the screen and pull down the "File" menu to select "Visor Controls".

The "Visor Controls" screen will then appear over the top of the VR Tunnel. The control screen is shownabove so you'll know if you're in the right place.
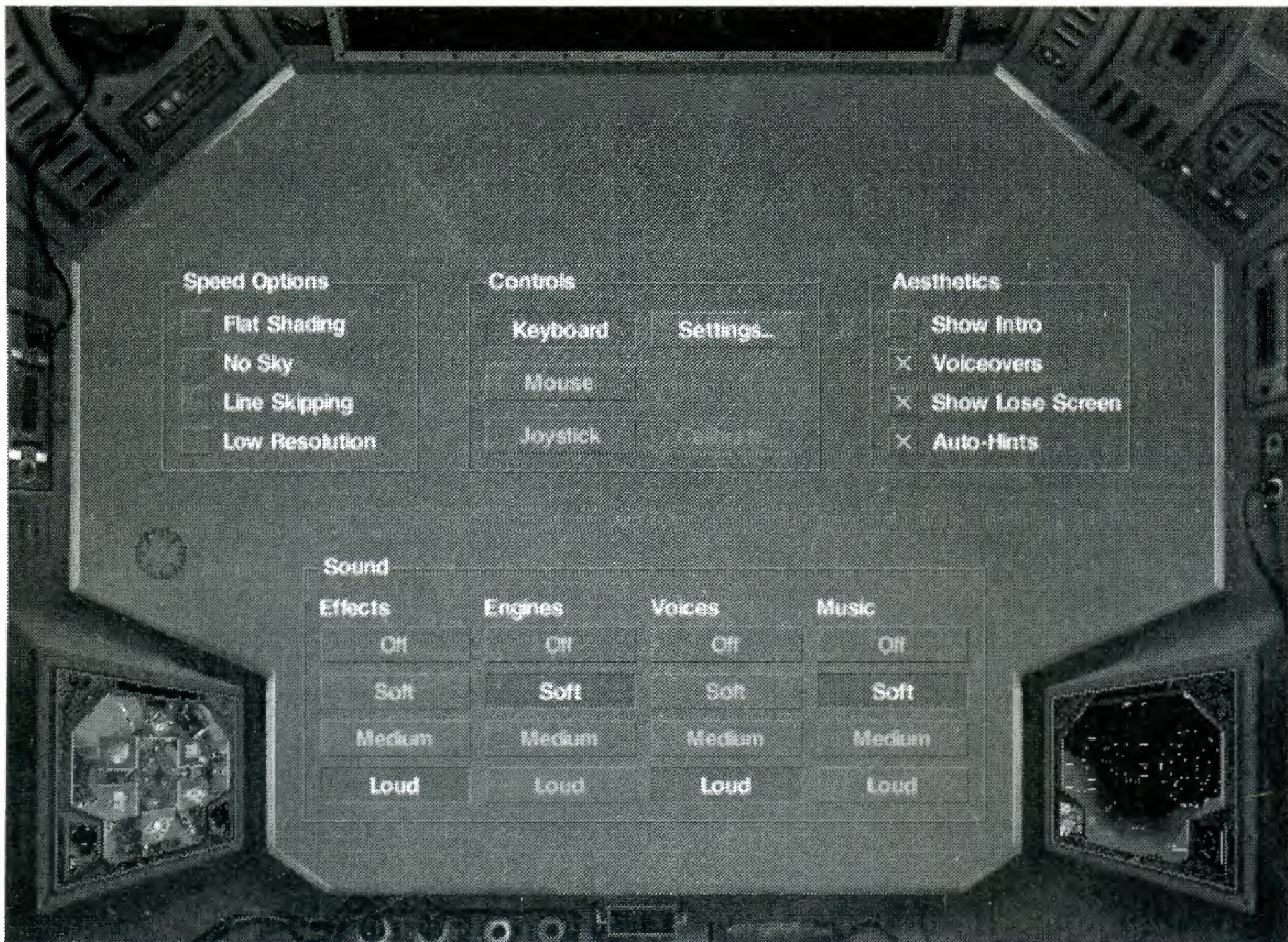
Speed Options

There are four speed options you can use to enhance gameplay if you'd like to speed your game speed during play. They are:

Flat Shading: This turns off the gouraud-shading of the terrain and shows you flat-shaded polygons instead. Although the terrain visual is not as visually exciting, this can increase the gameplay speed.

No Sky: Well...there is still a sky, but Jupiter and the stars won't be in it. This takes little away from gameplay, but gives you a small increase in speed.

Line Skipping: This lets the program draw every other vertical line on your screen. This makes the overall picture a bit darker, but speeds up the program.

Low Resolution: This doubles the size of each pixel, allowing the computer to do a lot less work to draw your screen.

Aesthetics

Show Intro: This toggles the intro sequence on or off. The intro normally plays each time the game is restarted.

Voiceovers: When marked, all voiceovers in the VR Tunnel segments are played

as soon as you see them. If toggled off, then voiceovers only play if you hit the sound symbol at the top of the screen.

Show Lose Screen: If toggled off, then losing a scenario moves you straight to the VR Tunnel.

Auto-Hints: When "on", you receive a mission hint immediately after you lose a scenario. If toggled off, you don't automatically receive these hints, but must pull down the "File" menu and select "Hints" to receive them.

Sound

Although fairly self-explanatory, you can adjust the various sound portions of the game to your own personal tastes. The default settings are recommended for the full game experience. It is highly recommended that you DO NOT turn off voices.

Controls

Your keyboard settings can all be adjusted to your personal preference by clicking on the "Settings..." button. Once inside "Settings...", just click on one of the keystrokes you'd like to change and then type a new letter on the keyboard to change it. There are four screens of key commands you can alter.

Once you are satisfied with your keyset, click on the "Save" button, enter the name of your new keyset and then click "Save" again to keep it for future use. You may have as many keysets as you desire.

There are also several example keysets you may choose from if you'd like to see some alternate layouts.

Once you decide on your keyset, then decide on which type of controller you'll use in the game: keyboard, mouse, or joystick.

If you'd like to use a keyboard, then click on the "Keyboard" button.

If you want to use a mouse, then click the "Mouse" button.

If you want to use a joystick, then click the "Joystick" button and then click on the "Calibration" button to calibrate your joystick. The settings are saved in your configurations file, so there's no need to recalibrate unless you notice poor control during play.

You are now ready to play. Click on the left cheek screen to go back to the VR Tunnel and begin your *Absolute Zero* experience!

II. Manual Corrections

Targeting Sight (pg 10)

Instead of the sight glowing red in the edge(s) as you move closer, and then turning green when you have a good shot, the sight now uses a Lead Reticle to compute where the target will be and where you should fire according to the speed of your weapon.

There is a Yellow "Lead" box to tell you where your best shot at hitting the locked-onto target is. When you line up the Crosshair with the Lead Reticle, the Crosshair will become enhanced in red to show you you're lined up properly.

This is the most accurate way to fire, but remember that the Lead is only showing where the target will be based on current information. Should the target change course after you pull the trigger, you will still miss.

Also, the info next to the target sight will change colors to indicate the heat status of your weapon. Green is cool. Yellow is hot. Red is on the brink of overheating. If your weapon overheats, you can't fire it until it cools for a while.

ALSO NOTE: The orange "locked on" box still appears even when the target has moved off your screen. The box blinks to let you know the target is off-screen and will stay on the edge of the screen that you should move toward in order to get the target back on screen.

Movement Controls (pg. 12)

Missing from these tables are the Maneuvering Thrusters (aka Maneuver Verniers). They can slew the vehicle right or left without banking it, to help you maneuver. Some vehicles (like the Maglock and the Valkyrie), have excellent Thrusters, allowing them to turn on a dime in mid-air, while others (like the aircar), should rely more on banking for turns. Use the , and . keys (which are also the < and > keys when shifted) to utilize your Thrusters.

The "Braking Thrusters" have been linked permanently to your throttle for ease of control. Now, whenever you choose a throttle setting below your current speed, you will decelerate to that speed as quickly as possible with all thrusters firing. Therefore, no key option is available for Braking Thrusters.

Weapon and Defense Controls (pg. 12)

Several key commands were changed to allow joystick sets to be created. Many "specialty keys" (i.e., caps lock, shift, etc.), can't be used with joysticks.

Change weapon = W
Erect force shell = S
Blackout device/theta generator = D

(See the "Key Command Overview" on the back of this booklet for complete "Default" key settings.)

Miscellaneous Controls (pg. 13)

There is no "score" feature in the game.

Daylogs (pg. 16)

No voice audio is available for daylogs or e-mail.

VR Helmet (pg 23)

Two things not mentioned on the Diagram are Airspeed and Altitude. There are two increasing bars on the HUD to display this. On the HUD, on the lower left, is an Altitude Indicator. This shows how many Meters off the ground you are, and it turns red whenever you drop below 100 meters. You have a flight ceiling of 3000 meters.

To the lower right is the Airspeed indicator, showing your current speed in Kilometers per hour (KPH). Watch to make sure you don't accidentally set your speed below your Minimum Speed (see Flight Characteristics), or you may be getting a severe case of Low Altitude Sickness real soon.

To the right and left of the Crosshair, you will see the Pitch Ladder. This shows your angle from the horizon, in 10 degree increments. This is read by reading the number closest to the center (crosshair). For example if it reads -5, you are in a 50 degree dive towards the ground.

Above the Clock is a Damage Bar, showing you how much armor you have remaining. This bar only shows up if you don't have the Damage MFD in an MFD window.

Scanner (pg. 27)

The scanner has become an automatic function and information is gained on any object destroyed. This information is reflected in the InfoStat portion of the interface after a mission is completed. You no longer have to fire a scanner -- it has become a passive sensory device.

Pulse Laser (pg. 39)

The barrage is 1 shot, not 4 as indicated.

Force Field (pg. 41)

One thing should be noted, a Force Field will only stop a percentage of the shot that hit you, and the larger your vehicle, the less percentage it will stop, even at maximum effectiveness. Some higher-powered weapons will still do damage to you even when your shield is fully "up".

One other thing that can't be stressed enough is that when you fire, your shield is **down.** A mini-MAAC may be a great weapon, but all the time it's firing you are defenseless.

Fusion Missiles (pg. 43)

Fusion missiles may only be fired at air targets.

Force Shell (pg. 49)

The Force Shell has been upgraded since the manual was printed. The Shell, when activated, adds +100% to your Force Field's strength, and lasts for approximately 10 seconds. During this time, your weapons will be useless (you can't fire through the shell). After it shuts down, there is a high probability of the Force Shell generator burning out, preventing you from erecting the Shell again. However, your Force Field will still function.

Tunnel Breaker Missiles (pg. 55)

Tunnel breakers may only be fired at ground targets.

III. FLIGHT CHARACTERISTICS

All the air vehicles have different Flight Modeling, so each one handles differently than the others.

The **Charger** has a standard flight model, with average maneuverability and good speed. Maneuver Thrusters on the Charger are weak, so slewing will be a problem, but it pitches and rolls quite well. Max speed – 750. Min speed – 150.
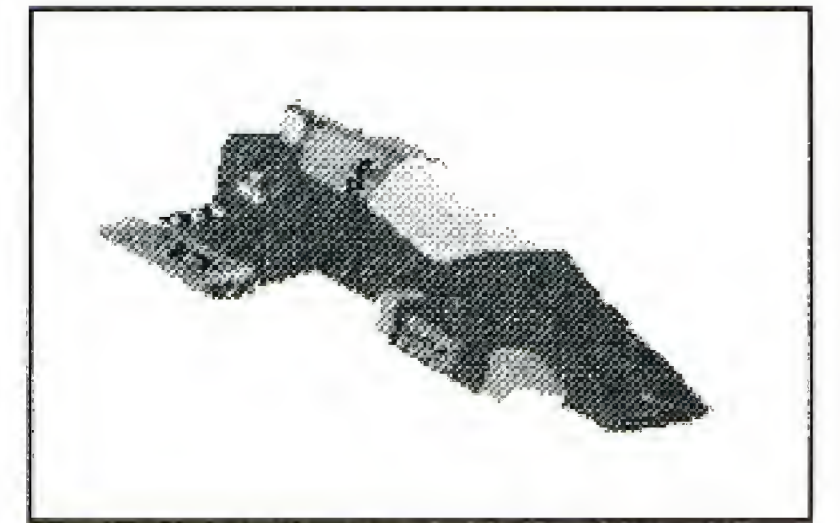
The **Dragonfly** has a slower flight model and less maneuverability, but has a lot more armor and armament. It's Thrusters help make up for the maneuverability deficiency. Max speed – 625. Min speed – 100.

The **Maglock** is a bear to fly. It's lack of speed and maneuverability make it a pain in the butt, but its damage potential (in both how much it can take and inflict), is unmatched. It's Thrusters are remarkable and should be used as the primary source for turning and rotating. Max speed – 500. Min speed – 50.
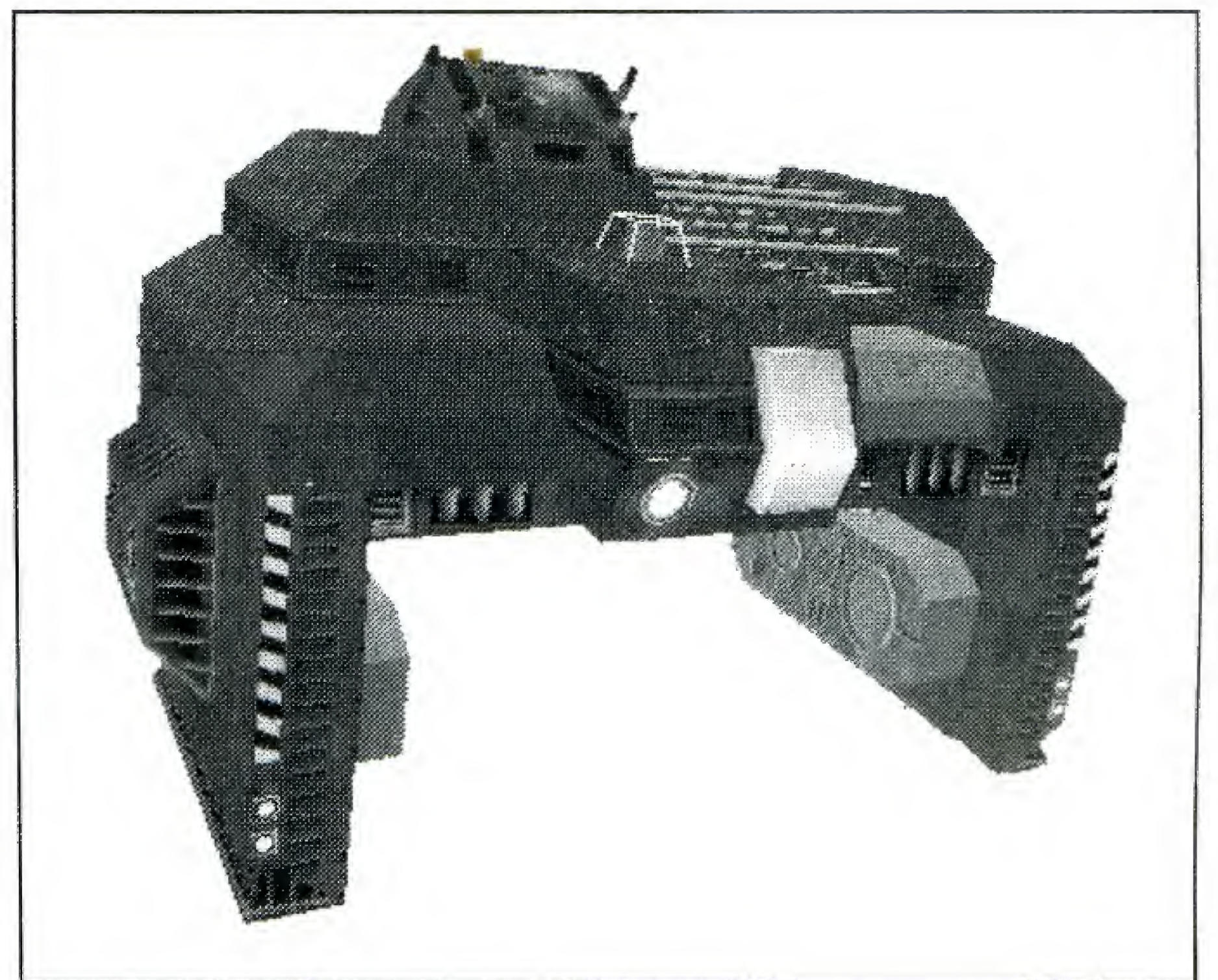
The **Valkyrie** is a hot-rod. The fastest, most maneuverable, (and least armed and armored), vehicle the Terrans have. The Val does not appear in the game until the Force Field is in use and it has the best shield in the game. It's Thrusters are excellent, making it the most agile thing in the sky. Max speed – 875. Min speed – 200.

NOTE: Be careful not to go lower than the minimum speed or you'll start to drop out of the sky!

IV. GENERAL PLAYING HINTS

- Play with headphones on to get the full stereo '3D sound' effect. This helps you judge where the other objects are in reference to your own position.

- If what you're doing gets you killed, then change your tactics. Be flexible.

- Many of the aliens are agile fliers. "Joust" with them by going to max velocity, getting some distance, and then doubling back to shoot again.

- Shields take energy to sustain. The same amount of energy is expended to deflect low-powered shots as high-powered shots. Use your low-powered, high rate of fire weapons to take enemy shields down and then hit them with your big guns.

- When playing as a turret, USE YOUR VIEWS! It's much faster to *look* left than to *spin* left.

- Learn to use your speed keys when flying. Moving at the same velocity all the time gives your enemy too much advantage. Vary your speed and you'll do a lot better.

- Use your positional thrusters to line up shots. It's a lot easier than trying to bank or roll into position.

- Your Target ID window is quite useful for identifying long-range opponents.

- The aliens tend to do the same things in the same situations (like we do). Learn their tactics and anticipate their moves.

- The aliens are not afraid of ramming you. Beware.

- If your missiles never seem to hit, watch the aliens closely. They may be shooting them out of the air. They can't do that if you fire the missiles from behind them.

- Pay attention to your speed. If you go too slow, you'll fall out of the sky. A fun option — cut your engines, fall a bit, then go to max thrust again. You can change altitudes quickly this way.

- Remember, whenever you fire, your shield is DOWN! If you can't avoid a collision, stop firing!

V. Joystick Support

Thrustmaster and CH Set Functionality

4-Way "Hat" Switch

Forward	Forward view
Back	Rear view
Left	Rotate/snap view left
Right	Rotate/snap view right

Buttons

Button 1	Fire weapon
Button 2	Toggle to next weapon
Button 3	Activate your missile defense
Button 4	Lock onto target in crosshair

VI. Notes From the Team Leaders

What do you know. We finished it. I was beginning to think there was no life after AZ.

I'm proud of how our group of individuals came together to form a team over the past year spent making this game. We call ourselves "The Domain" now so that those of you who like our games can watch out for our name on future Domark boxes and know what kind of quality to expect.

If you like this game, then let us know. There's a lot more games to be had in the universe of AZ — IF you want them.

Enjoy.

daveg@domark.com

Welcome to the universe of Absolute Zero. As co-lead programmer, along with Mike Kelly, I sincerely hope that you enjoy the product of the combined talents of eight people ("The Domain"). It is always hard with any project of this magnitude to know how much people will relate to the universe we have created. I can only say that we are all extremely proud of this product and hope that reflects in the work we have produced.

As with any major creative endeavor, there are many more "back-room" people who contribute to the project and I would like to send my personal thanks to you all. I would especially like to thank Eric Klein and the staff of the Apple Game Developer kitchens for their hard work and late nights with my sometimes suspect code, and also Paul Margrave for his help with optimizations.

The people of Domark deserve some thanks for their support during what has sometimes been a tortuous birth, and also thanks to John Newth and Dave Payne at Simis who wrote the underlying engine that AZ is based on in such a way that we could expand it beyond even our wildest dreams!

bozz@domark.com

VII. Scenario Design Credits

What's Out There — 1) Matt Miller

To The Rescue — 1) Dave Georgeson, 2) Dave Georgeson

Capture — 1) Matt Miller

Canyon Ambush — 1) Dave Georgeson, 2) Dave Georgeson

Foothold Ridge — 1) Matt Miller, 2) Matt Miller, 3) Matt Miller

Boiling Point — 1) Matt Miller, 2) Matt Miller, 3) Matt Miller

Attack on Aegis — 1) Joe Marullo, 2) Joe Marullo, 3) Dave Georgeson

Inside the Mountain — 1) Matt Miller

Counterattack — 1) Dave Georgeson, 2) Dave Georgeson, 3) Dave Georgeson

Evacuation — 1) Matt Miller, 2) Matt Miller

Behind Enemy Lines — 1) Dave Georgeson, 2) Dave Georgeson, 3) Dave Georgeson

Encounter — 1) Dave Georgeson, 2) Dave Georgeson

Hammer and Anvil — 1) Dave Georgeson, 2) Matt Miller, 3) Dave Georgeson, 4) Dave Georgeson

KEY COMMAND OVERVIEW

Movement

Throttle

1	2	3	4	5	6	7	8	9	0
10%	20%	30%	40%	50%	60%	70%	80%	90%	100%

Climb/Pivot Up — ↑

Dive/Pivot Down — ↓

Bank Left/Pivot Left — ←

Bank Right/Pivot Right — →

Decelerate — −

Accelerate — + =

Positional Thrusters Left — < ,

Positional Thrusters Right — > .

View Controls

Toggle inside/outside views — O

Toggle Pan/Snap — insert

Reset Pan/Look Up — pg up

Pan Up/Snap Forward — home

Pan Left/Snap Left — del

Pan Down/Snap Rear — end

Pan Right/Snap Right — pg down

Weapons and Defense

Fire Weapon	space
Change Weapon	W
Erect Force Shell	S
Blackout/Theta Gen	D
Next Target	U
Previous Target	I
Acquire Target	tab

HUD Controls

Compass On/Off	Z
Pitch Ladder On/Off	X
Radar Screens On/Off	C
Toggle Boresight Radar	V
Toggle Topdown Radar	B
Crosshairs On/Off	N
Ground Grid On/Off	G
Ghost Lines On/Off	L
Next Waypoint	' (apostrophe)
Previous Waypoint	; (semicolon)

VR Visor

VR Visor On/Off	M
Toggle Left MFD	[(lft bracket)
Toggle Right MFD	] (rt bracket)
Enter VR Tunnel	return

Miscellaneous

Pause	P
Help Screen	F1
Credits Screen	F6
Visor Controls	F2
Quit	F5

NOTE: These keys are for the "Default" key set only.